

CTHULH-YOU

a solo game where you play a great old one, trying to feed and expand!

Your goal in the game is to earn as many points as you can through several rounds by connecting some tentacle cards to each other and catching humans.

Anatomy of a card:

A card is divided in two distinctive parts, each one used in a different stage.

A **square part** with a tentacle section in it, these squares will quickly create the grid of the game.

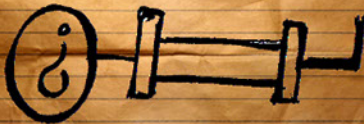
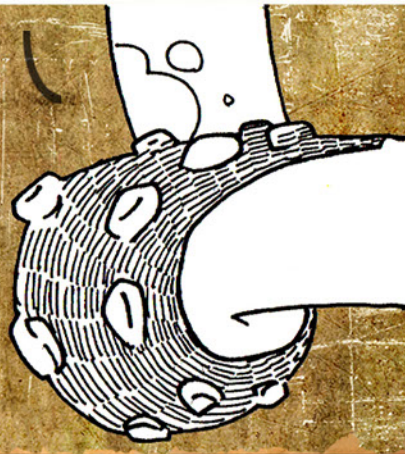
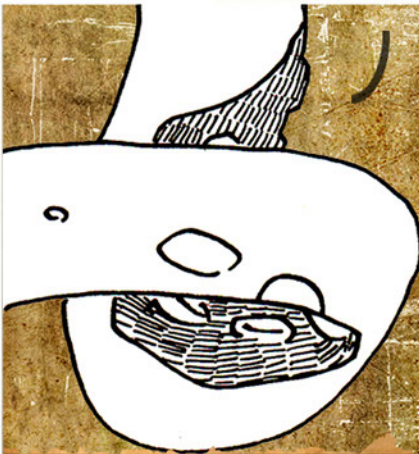
A **banner** with a text or a symbol.

There are some **double tentacle cards**, they represent two superimposed tentacles, heading in two different way but from the same rim of the card. These double tentacle can only be connected to the Cthulhu card or to an other superimposed tentacle so that the two tentacles can both keep following their own way.

Only one **triple tentacle card** can be found. According to the previous rule, this card can only be connected to the Cthulhu card.

Some of the cards are **extremities** and therefore close the tentacle you connect them to.

Some humans appears on a few cards. They are considered as **caught** by your tentacle and worth some points (see further).



**They nearly found you!
You have to retract! :**

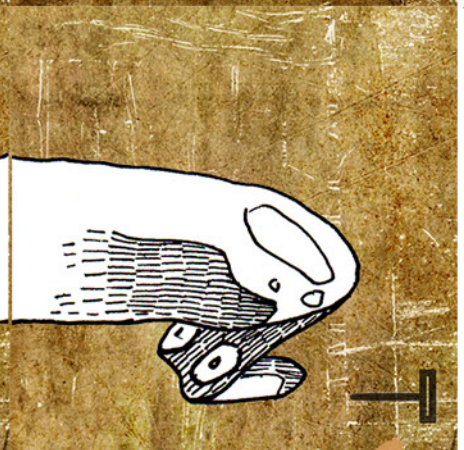
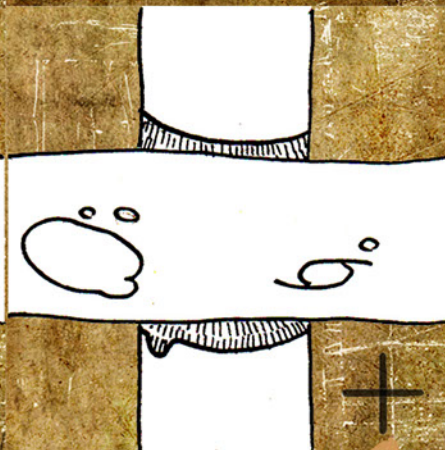
Lose the points you may have earned from your longest tentacle.



**There is a quivering in
the atmosphere but
nothing happened...
yet!**

**Unexpected object blocking
the path:**

Discard the top card
of your stack.



**Hooo? Somebody is a little
overweight. More food! :**

+1 point per human you catch
with this tentacle.



Points:

1 pt per human you catch
2 pts per tentacle being 4 cards
long or more.

If any symbol is involved into the completion of a
tentacle, you cannot earn points for it.

-1 pt per tentacle looping from the
Cthulhu card to the Cthulhu card.

End of the game:

A tentacle is said **complete** when it begins with
the Cthulhu card (which is meant to be the origin
of all your tentacles) and ends properly (thanks to
an extremity card or to the power of a symbol)

The game ends if at the end of the 2nd stage
(after the use of the symbols) even one of your
tentacles is not complete.

Your score is the total of the points you earned
during the several rounds you played.

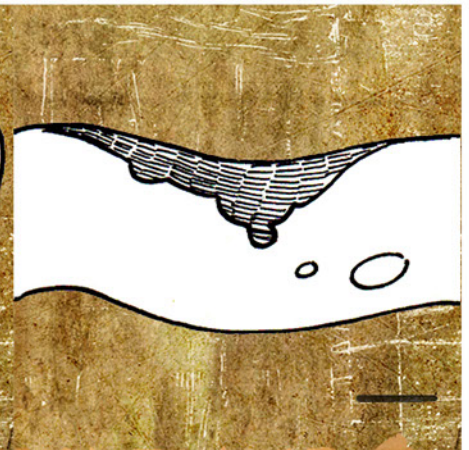
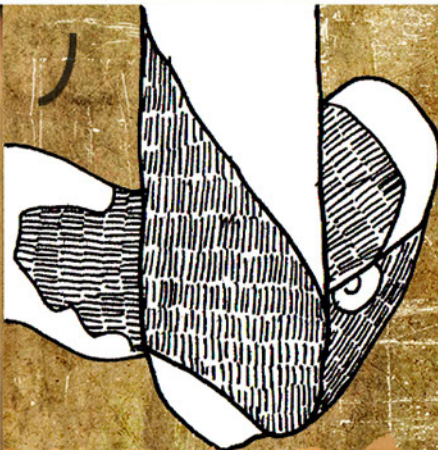
Score board:

0-1 Well, it happens... Is it the first time somebody
summon you?

2-4 You still lack of experience outside Rlyeh.
At last, you had something to eat.

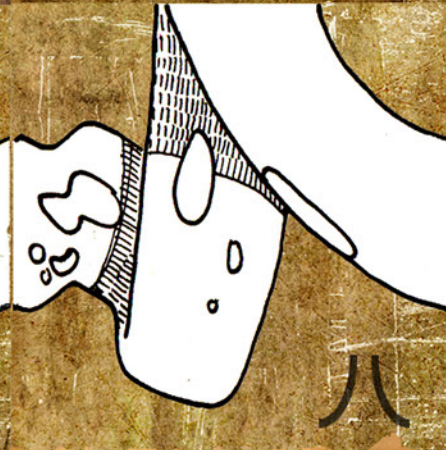
5-8 Your influence is growing. You're beginning to
put the other Great Old Ones in the shade!

9+ you trully must be Cthulhu himself! Next step,
the whole world!



They nearly found you!
You have to retract! :

Lose the points you may have
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tentacle.



Unexpected object blocking
the path:

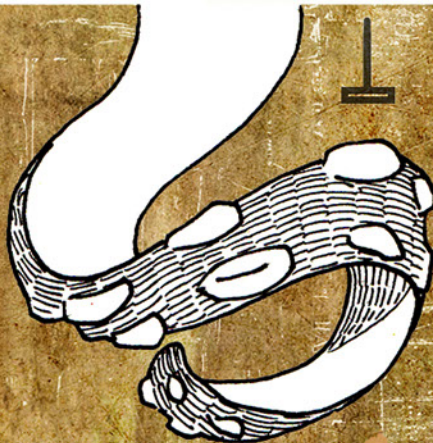
Discard the top card
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There is a quivering in
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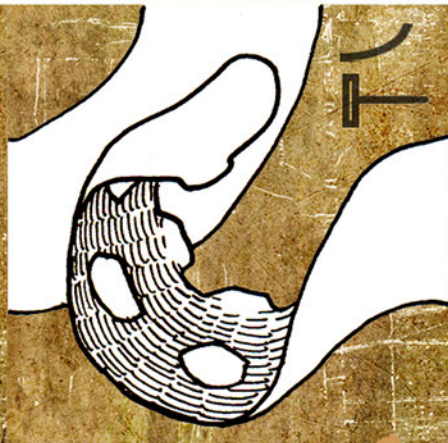
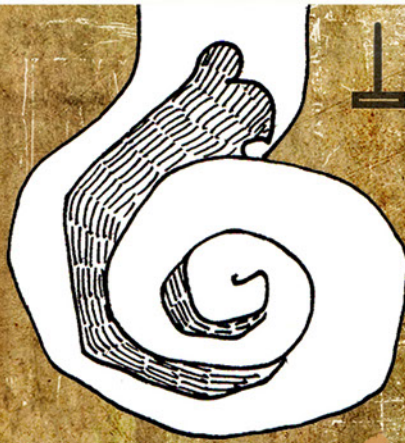


Hooo? Somebody is a little
overweight. More food! :

+1 point per human you catch
with this tentacle.



It's a trap! One of your prey was poisonous! You are weakened... :Next round any symbol you use will cost you a point or an extra card. (discard from the stack.)



There is a quivering in the atmosphere but nothing happened... yet!



SET UP

- Fold the Cthulhu card.
- Form a stack with all the cards.

1rst stage

- Draw the first card of the stack, and put it on the table, any side you want.

You only use the square tentacle part of the card. It will quickly define a grid.

Connect the tentacle parts to other cards in order to begin, extend or close a tentacle.

It is recommended to cover the banner part of the cards as often as possible, by shifting them under already placed cards for example.

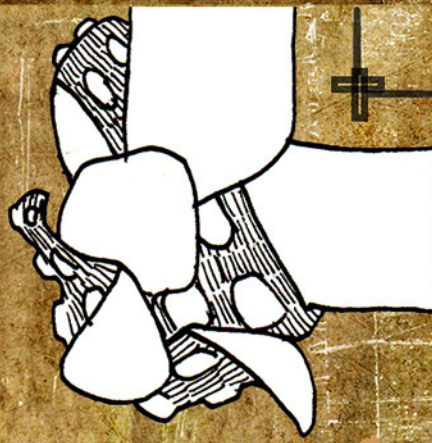
Nothing can be placed above/on top of a tentacle part.

Move on to the 2nd stage anytime you want.

2nd stage

- Select the symbol(s) you want to use FROM YOUR STACK and activate their power. Then, you have to discard it/them until the very end of the game.

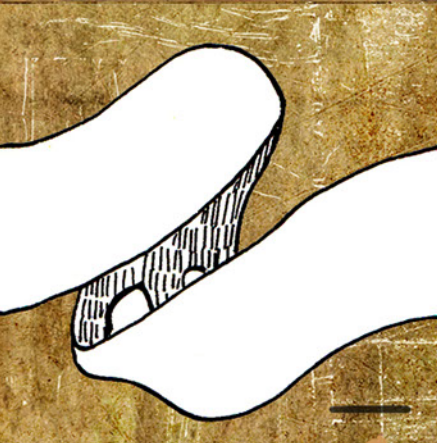
The cards on the table are not usable during this stage.



Footsteps have been heard. Enemies are close! Or may it be your next prey? +2pts if you have more symbols than text in your stack. (fresh meat approaching) -2pts otherwise. (danger is coming)

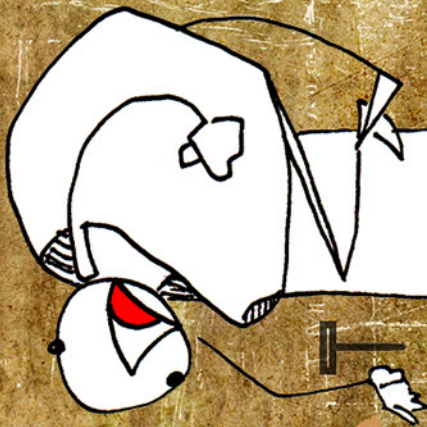


Someone heavily armed is watching nearby! Don't move a muscle! : You cannot clear the empty tentacle of your choice and have to begin next round with it already in play.



fold here

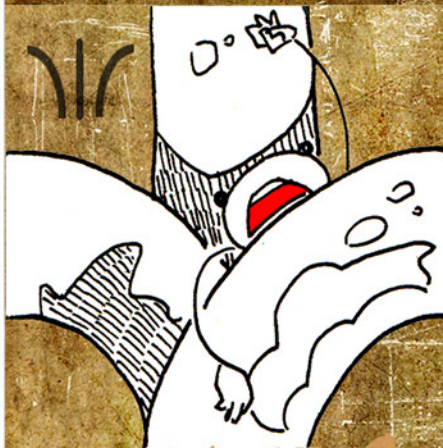
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There is a quivering in the atmosphere but nothing happened... yet!



It's a trap! One of your prey was poisonous! You are weakened... :Next round any symbol you use will cost you a point or an extra card. (discard from the stack)



Footsteps have been heard. Enemies are close! Or may it be your next prey?

+2pts if you have more symbols than text in your stack. (fresh meat approaching)
-2pts otherwise. (danger is coming)

When you don't want to use symbols anymore (or cannot), check if all your tentacles are complete. If they are, move on to the last stage. If not, the game ends. (see the GAME ENDS section for more explanations)

3rd stage

- Resolve the effects of the texts still visible on the table (i.e. not covered by an other card) and start a new round.
- Count your points and add them to your total score.

Move aside the cards on the table. (apart from the Cthulhu card and those affected by a text)

You can shuffle them and create a new stack only when the current one is empty.

Start again new rounds until you can finally claim that you really are CTHULHU!

Find more detailed informations, explanations and examples to help you through the game on:
www.cthulh-you.tumblr.com



SYMBOLS



BOULDER: Something got crushed...

→ Connect 2 parallel tentacles



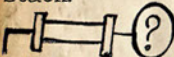
AXE: Someone has cut a tentacle!

→ Close the tentacle of your choice.



MISH MASH: Oops, wrong way.

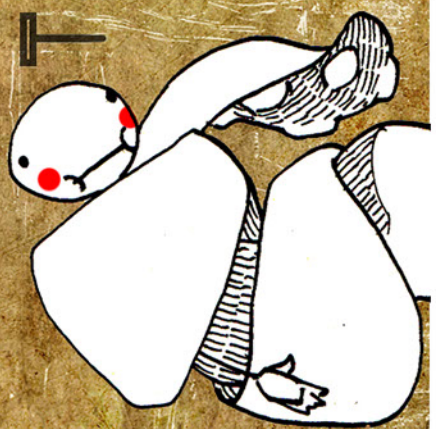
→ Switch a card from the table with another from the stack.



PIPE: something is obstructing the view. Maybe this tentacle will carry on forever...

→ Close a tentacle. Lose a point for each tentacle smaller than this one.

REMEMBER: Each time you use a symbol, you discard it at the end of the round.



Someone heavily armed is watching nearby! Don't move a muscle! : You cannot clear the empty tentacle of your choice and have to begin next round with it already in play.